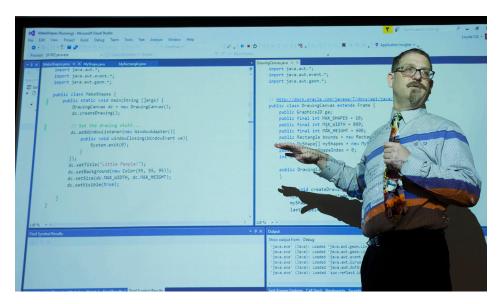
COMPUTER SCIENCE

COLLEGE OF ARTS + SCIENCES



THIS WORLD IS RUN BY COMPUTERS.

With a few lines of code, you can do incredible things—build a billion-dollar company, create global networks of people, inspire or fund massive social movements, rob a bank (please don't do the last one). This major teaches you more than a practical skillset. It teaches you a new language—one that is used every day but only some of us can speak. It teaches you the language used to process information, recreate, and communicate with each other. Therefore, those of us who learn to speak it become true architects of our culture. They become shapers of the world and its perceptions. At Loyno, you can become one of those game-changers. Whatever application of computer science calls to you, we're ready for you to blow our minds.

Possible Careers:

- Software engineer
- Systems engineer
- Web designer
- Web developer

ATTENDING LOYOLA means being in the heart of New Orleans. Our campus is located in the city's historic Uptown neighborhood, just a short drive from the Central Business District, the city's hub of innovation and strategic thinking. You'll learn to hone your talents in the city named #1 new brainpower city in America and the #5 city in the U.S. for women in tech.



COURSES

In addition to completing an internship for practical experience, our program's curriculum includes core courses from computer science and related disciplines for a solid foundation in computer science. Here's a sample of what you can expect to learn and do:

Introduction to Programming

This course is an introduction to concepts and terminology in computer programming, including interface building and problem-solving techniques in various programming environments. Emphasis is placed on the basics of software design and on elementary applications to mathematics and other disciplines.

Computer Organization

This course introduces the topics of digital logic, digital systems, machine level representation of data, assembly level machine organization, memory system organization, I/O, and communication.

Data Structures & Algorithms

This course covers the basics of data structures, such as abstract data types, linked lists, stacks, queues, trees, and graphs. Applications to a number of problems, both practical and theoretical, are studied, including sorting, searching, and changing from recursion to iteration.

Programming Languages

This course explores the design and implementation of procedural, object-oriented, and logic programing language paradigms in modern computer systems. Topics include parameters, data types, abstraction, storage issues, and static/dynamic attributes.